

ERASMUS+: European funding opportunities for small and large cities & towns

Do you have a project idea concerning sports, youth or education and would you like to link it to inclusion, sustainability or digitalisation? Then the ERASMUS+ programme offers many accessible opportunities for local authorities. This article guides you through the new call so that you can get started quickly with your grant applications and project development.

This article has also been added to our free white paper 'The rich subsidy landscape in all its facets'. Download the white paper including articles on local, federal, private and now European subsidies.

How to read this article?

Below is a brief description of the programme. Then we discuss in more detail the different ways of submission and the context of the National Agencies. This is followed by a discussion of the youth and education project calls and concludes with the sports projects. We summarise it all in easy and clear tables.

Finally, we encourage you to contact the National Contact Points directly for more information, newsletters, info sessions or support:

- For Youth, go to Jint;
- For education and training projects, contact EPOS;
- For sports projects contact EU Sportlink and Sport Vlaanderen.

What is ERASMUS+?

ERASMUS+ is what we all know from 'going on ERASMUS', but it is so much more than that. ERASMUS+ is a diverse programme focused on:

- Youth and youth workers: this is aimed at both young people and youth workers. Age is therefore not a limitation for many actions;
- Sport and exercise: this starts from sports clubs, but also from other organisations involved in sport, such as local authorities;
- Education and training: this concerns both lifelong learning, informal learning and formal learning, such as adult education, primary, secondary and higher education.

In addition, the European Commission has identified the themes of **inclusion, sustainability and digitisation** as the central themes for the coming programming period and has linked these to the different European funding lines. The ERASMUS+ programme also reflects these themes and you are therefore encouraged to develop projects that focus on inclusion, sustainability and digitisation.

ERASMUS+: an accessible programme

ERASMUS+ works on accessibility in several ways. This is done, for example, through low-threshold actions such as 'small partnerships' with less administration, but also through the role of the National Agencies as an accessible point of contact for information and the submission of applications.

These national agencies manage the funds at local, or sometimes regional, level on behalf of the European Commission. For Flanders, these agencies are Jint for Youth and EPOS for Education and Training.

These agencies are easy to reach, you can talk to them in Dutch and they guide your project idea to the right funds. Depending on the action, you also have a good chance of submitting the project to them afterwards. We call this **indirect submission**, because you submit it to a national agency and not **directly** to the European Commission.

The new ERASMUS+ programme has a number of innovations that fit in well with the needs of local government. For example, there is more room for small (local) participation projects with youth or small-scale partnerships (1 international partner is sufficient).

Below we briefly outline the different components of the recent ERASMUS+ call that may be relevant for local governance. These are related to youth, or education, or sport and should take into account the three transversal themes of sustainability, inclusion and digitalisation.

Indirectly submitted projects for youth, education and training

As mentioned above, we distinguish between indirectly and directly submitted projects. Indirectly submissible projects are those you submit to the National Agency, which also supports you in your application.

- **Participation projects:** groups of young people, from an organisation or a loose informal group, work together on a participatory (inter)national project. This Action supports the use of alternative, innovative, smart and digital forms of youth participation, including the extension of youth participation to different sectors (health services, sports facilities, etc.);
- **Small-scale partnerships:** projects between organisations on inclusion, sustainability or digitalisation. These are based on a fixed amount of funding and two partner countries to minimise the threshold for participation;
- **Partnerships:** larger projects between at least three countries on inclusion, sustainability or digitisation, lasting at least one year.

The calls can be found in the 'Subsidiemanager', but we summarise the most important ones for you*:

	Participation projects	Small-scale partnerships	Cooperative partnerships
Sector	Youth	Youth, Education & Training	Youth, Education & Training
Partnership	Local partnership is sufficient, international is allowed	Minimum 2 countries and 2 partners	Minimum 3 countries and 3 partners
Budget	Max. €60.000	€30.000 or €60 000	€100 000 – €400 000
Project duration	3 months to 2 years	6 months to 2 years	1 to 3 years
Support & submission	JINT	Jint (Youth)	Jint (Youth)

		EPOS (Education & Training)	EPOS (Education & Training)
Deadline	11 May 2021 5 octobre 2021	20 May 2021 3 novembre 2021	20 May 2021
To be found in the guide under	KA1 : Youth participation activities	KA2 : small-scale partnerships	KA2 : cooperation partnerships

In addition, '**individual mobility**' is also worth looking at. This is about exchange of groups or individuals. Examples include:

- Job-shadowing abroad in one of the sectors;
- A group exchange with young people.

Deadlines for submitting these projects are 11 May 2021 (Youth, Education and Training) and 5 October 2021 (Youth).

Youth projects to be submitted directly to the European Agency (= direct submission)

In addition to the indirectly submitted projects for youth, there are also some actions that have to be submitted directly to the European Agency. We list them below and give some possible examples for clarification.

- **Capacity building in the youth field'**
 - Innovation: the development of new tools and methods, non-formal learning methods, new forms of practice-based training programmes or new forms of youth work;
 - Knowledge sharing: the organisation of events/seminars/workshops/exchange of good practices for cooperation, networking, awareness-raising and peer-learning;
 - Exchange: to organise mobility activities for young people and/or youth workers with a view to testing instruments and methods developed by the partnership.
- **European Youth Together:**
 - Activities to facilitate young people's access to and participation in EU policy activities taking place at all levels of society (local, regional, national, European);
 - Awareness-raising, information, dissemination and promotional activities (seminars, workshops, campaigns, meetings, public debates, consultations, etc.) concerning the EU's policy priorities in the field of youth;
 - To support the development of user-friendly, standardised methods, tools and innovative cooperation methods for the youth sector of NGOs, demonstrating the value of youth participation in civil society.

The summary can be found in this table*:

	Capacity building in the field of youth	European youth together
Sector	Youth	Youth
Partnership	Minimum 2 countries and 2 partners	Minimum 4 countries and 4 partners
Budget	€100 000 - €300 000	Max. € 150 000

Project duration	1, 2 or 3 years	2 years
Support & submission	EACEA (European Education and Culture agency)	EACEA (European Education and Culture agency)
Deadline	1 July 2021	24 June 2021
To be found in the guide under	KA2 : Capacity Building in the field of youth	KA3 : European Youth Together

Overview of sports projects

Within ERASMUS+ there is also a sports section. At the moment this is still organised directly. Submitting applications is done directly to Europe, but as of 2023 this is about to change.

For sport there are the following possibilities for local authorities*:

	Small-scale partnerships	Cooperative partnerships	Non-profit sports events
Sector	Sport	Sport	Sport
Partnership	Minimum 2 countries and 2 partners	Minimum 3 countries and 3 partners	Minimum 3 organisations of 3 countries
Budget	€30 000 or €60 000	€100 000 - € 400 000	€200 000 - € 300 000 or €450 000
Project duration	6 months to 2 years	1 to 3 years	12 or 18 months
Support & submission	EACEA (European Education and Culture agency)	EACEA (European Education and Culture agency)	EACEA (European Education and Culture agency)
Deadline	20 May 2021	20 May 2021	20 May 2021
To be found in the guide under	KA2 : small-scale partnerships	KA2 : cooperation partnerships	KA2 : Not for profit European sport events

To conclude

So, now you are completely familiar with the ERASMUS+ programme. All information can also be found in the sheets of the various calls in 'Subsidiemanager'. If you would like support, IDEA Consult can supervise your subsidy process or organise a workshop about this or other European programmes tailored to your organisation. You can find more information on the IDEA Consult website. In addition, IDEA Consult in cooperation with Vanden Broele Uitgeverij will provide 'Subsidiemanager' customers with a contact opportunity during the sports webinar on 27 April 2021 where you can pitch your sports ideas.

***Source: IDEA Consult on the basis of ERASMUS+ Programme 2021-2027.**